

FIG 1 (a)

The diagram illustrates the Stop-and-Wait protocol. It shows a timeline with 'Arrival time' on the left and 'Receiver' on the right. Frames 1, 2, and 3 are sent from the sender to the receiver. Frame 1 is received successfully. Frame 2 is lost, indicated by a dashed arrow labeled 'lost'. Frame 3 is received successfully. The receiver then sends back 'Send NACK' messages. The first 'Send NACK' is received by the sender, and the second 'Send NACK' is also received. Round Trip Times (RTD₁, RTD₂) are marked between the sender and receiver for the first and second NACKs respectively.

Fig 1(b)

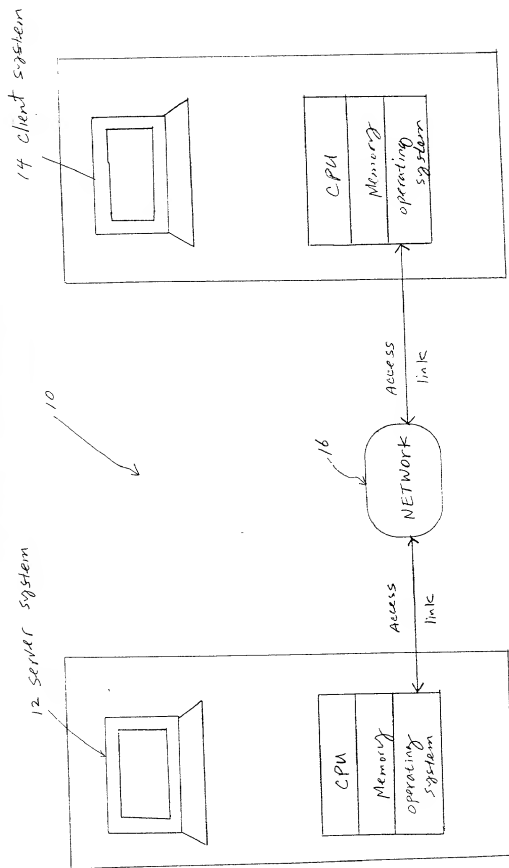


FIG. 2

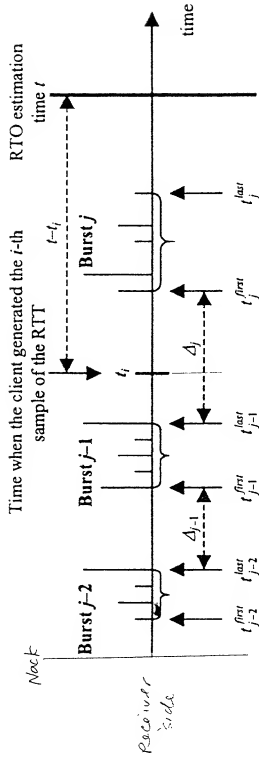
Application Layer	
TCP	USER Datagram (UDP)
Network Layer (IP)	
Data link / Physical Layer	

FIG. 3

09822441.033001

UDP Header	
packet seq #	Retx count

FIG 4 (b)



Cur_time

Fig. 5

FIG 6

